

GOSPEL RULES



Candy Land

These Gospel Rules may be applied to any version of Candy Land.

As you'll see, the rules transform Candy Land into a cooperative game. That means the players are no longer competing against each other, they are now working together.

This Gospel Rule comes from Matthew 8:2-3. Look it up.

Use the ordinary rules for Clue along with these Gospel Rules:

1. The game isn't won until all of the players reach the end of the board.
2. Beginning with the first turn, if multiple players occupy the same space, they all move when one of those players draws a card. The only exception is if the player whose turn it is draws a card like "CHERRY PITFALLS" or "MOLASSES SWAMP." Only the player whose turn it is moves to the spot on the board from that card.
3. If on a turn all the players move to a spot that starts a shortcut, only the player whose turn it is may take that shortcut. However, she may also choose not to take it and instead stay with the other players.



**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

With these rules, the fastest way to win the game is probably for all of the players to stay together. That way, every player's turn benefits everyone and gets them all to the end of the board faster. But staying together is something that each player has to choose for herself.

How did you decide whether to take a shortcut or to stay with the group?

In Matthew 8:1-4 Jesus is offered a choice. The person living with leprosy chooses to trust Jesus and Jesus chooses to fulfill that man's faith in him. It's amazing! We can all choose to trust Jesus like that too.

Have you learned something about trusting others from this Bible story or from playing the game with these Gospel Rules?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?